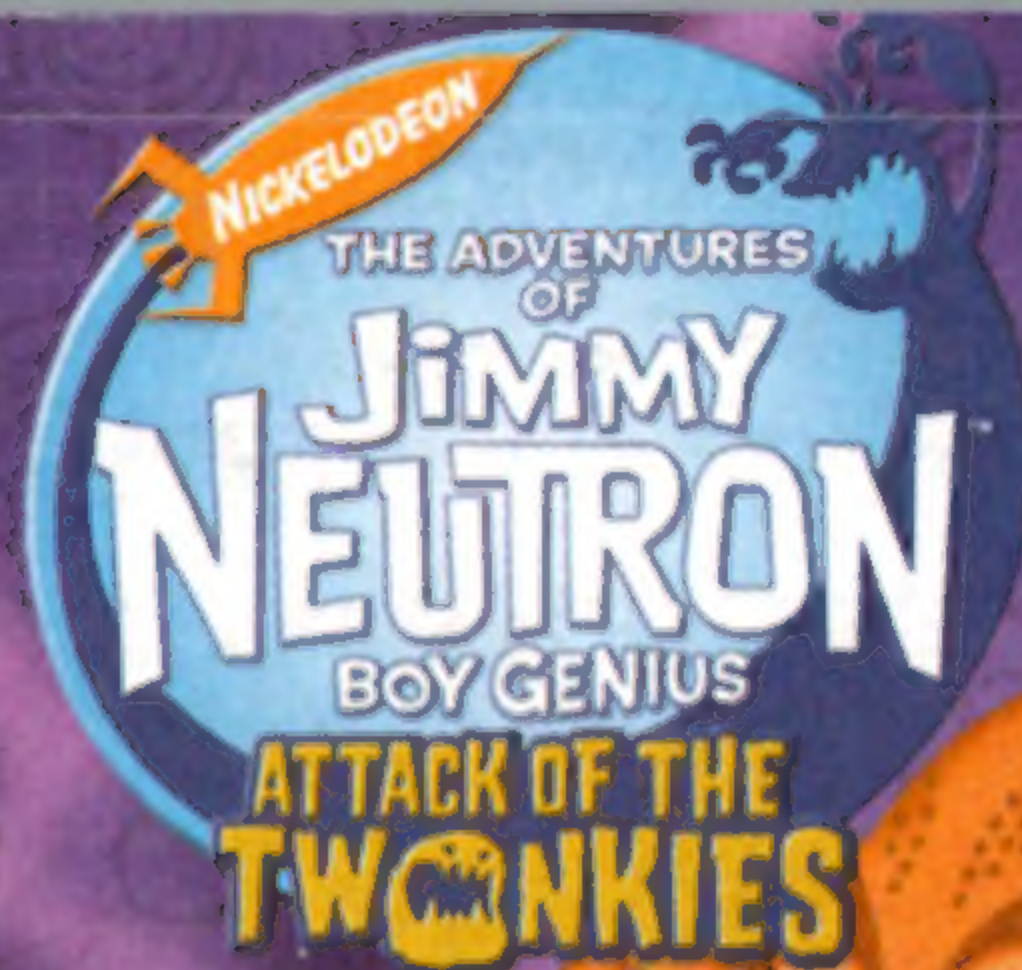


GAME BOY ADVANCE

AGB-BJYE-USA



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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A TINY MISCALCULATION

TWONK



"Sometimes it's a burden to be such a genius."

"I know what you mean. That's why I decided early on to sabotage my highly scientific brain with cartoons and sugar." – Jimmy & Sheen.

It's not like you can pass up a chance like this -- Twonkus-3 only comes near Earth once a year! And it's supposed to be simple; just zip up to the comet, get a few mineral samples, and come back.

But what do you do when Carl finds a little alien stowaway after Jimmy returns and wants to keep it? What about when that stowaway morphs into a nasty Stomper by listening to music?

Yeesh! It's like everybody thinks it's your fault hordes of mutating, rampaging aliens are running around everywhere.

It's up to you to save the day!





LE TROUBLE

SETUP



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of The Adventures of Jimmy Neutron™ Boy Genius: Attack of the Twonkies into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1)

GETTING STARTED



On the Game Select screen, choose from the following selections by using the Control Pad to scroll through the menu, the A Button to make your choice or the B Button to back out.

NEW GAME

Select from one of three slots to save to and then start playing your new game by pressing the A Button. If a previous game exists in that slot, you will be asked if you want to overwrite it.

SAVED GAME

Select from one of three saved game slots. Start playing your saved game by pressing the A Button.

OPTIONS

By scrolling up and down and then toggling left and right on the Control Pad, you can change the following options:

- | | |
|---------------|----------------------------------|
| Music: | Toggle Music on/off. |
| SFX: | Toggle Sound FX on/off. |
| Hints: | Toggle in-game help on/off. |
| Brightness: | Toggles the level of brightness. |
| View Credits: | Show the game's credits. |

GAME CONTROLS

The following is a list of the controls used in
The Adventures of Jimmy Neutron™ Boy Genius: Attack of the Twonkies:

2-D LEVELS CONTROL

EFFECT

Control Pad

Walk, climb, crouch, crawl, or activate switches (by pushing up).
Double tap the Control Pad Left or Right to run.

A Button

Jump (or Double Jump when using anti-gravity boots).

B Button

Use invention or slide while walking or running.

L Button

Cycle backwards through your Inventions. Press the L and R Button simultaneously to access the Goddard Command Menu.

R Button

Cycle forwards through your Inventions.

START

Pause.

SELECT

Access Inverterface/Goddard Command Screen.

3-D LEVELS CONTROL

Control Pad

A Button

B Button

L Button

R Button

START

SELECT

EFFECT

Move left, right, up, or down.

Fire, Fire a grapple, or Accelerate.

Brake or Fire Neutronium Blaster.

Dodge Left.

Dodge Right.

Pause.

Not Used.

PAUSE MENU

Access the Pause menu in game by pressing START.

Resume: Continue the game.

Restart: Restart the current level.

Quit: Quit the game and return
back to the Title Screen.



PLAYING IN RETROVILLE

"Mr. Neutron. You're lucky I'm in a good mood today" — Principal Willoughby

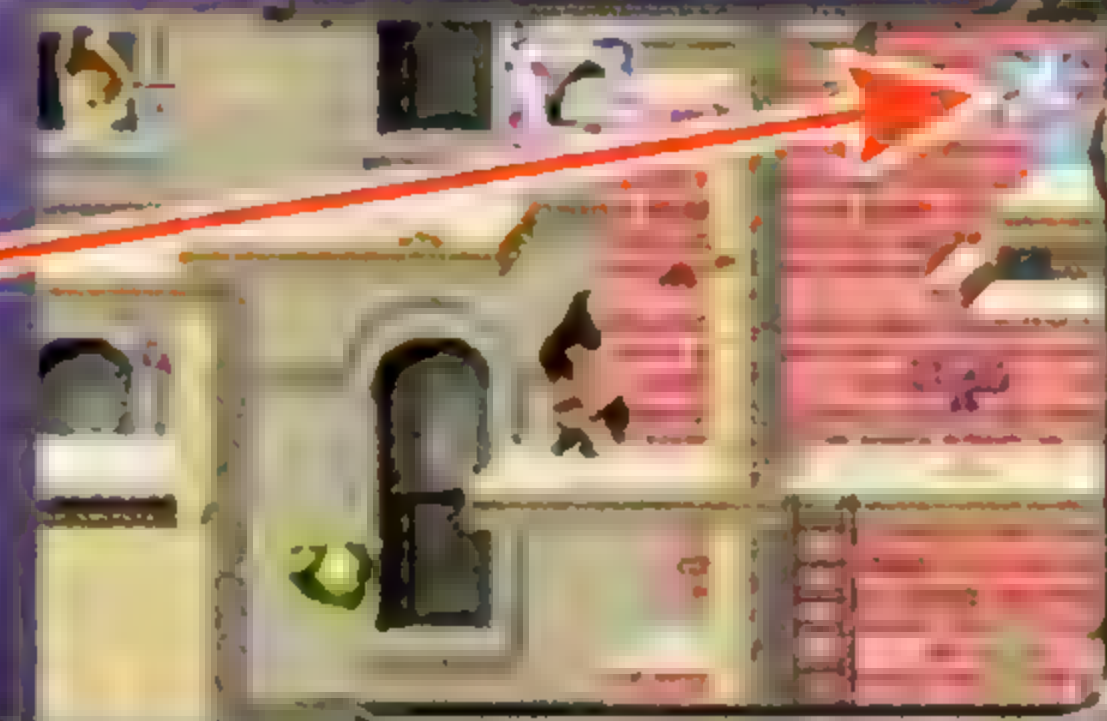


This is Jimmy's health and shows how many retries he has left.



This is what inventory Jimmy currently uses. By pressing the F button, you can cycle through Jimmy's entire inventory to find what you need and also receive commands for Jimmy's robot dog, Goddard.

This shows how much Neutronium Jimmy's collected.



A NEW WINKLE IN SPACE-TIME

In addition to exploring Retroville, certain places will require Jimmy to use a bit more of his super-knowledge. Below are some details on these special sections.

SPACE CHASE

Jimmy's rocketing his way to Twonkus-3! But, like any comet, Twonkus-3 leaves a trail of interstellar debris behind it. It's up to Jimmy to navigate through this dangerous cosmic junk by using his lasers and super-powered Neutronium Blaster to carve out a trail. Once Jimmy reaches Twonkus-3, it's just a matter of attaching his grappling hook to the comet and he'll be ready to start his science mission!

PARTICLE ACCELERATION

After a very slight mishap, Jimmy's been shrunk in his lab. Thankfully, he's already invented a Rebigulator that returns shrunk things back to normal size (he was planning to use it to restore some shrunk underwear). By guiding a paper airplane, Jimmy will have to collect twenty-five pieces of Rebigulator Ammo and fly through all the activation arches to turn on the Rebigulator and restore himself.

BACK INTO HECK

Officer Tubbs tells Jimmy that the 'Bat Outta Heck' ride is infested with Gromps. Thanks to Jimmy's quick thinking, he converts one of the cars into a makeshift Gromp-extreminator by fastening the Sheenograph and VDR to it. Once Jimmy catches twenty-five Gromps, the ride should function normally again.

DEALING WITH DANGER!

A few tips on Twonkle Collecting

Catching rogue aliens isn't easy, especially if all they want to do is have fun by causing trouble and making mayhem. Here are a couple of suggestions to help you get by.

- Goddard, when he's around, is your trusty sidekick. He can help against enemies, make himself into a bridge, and perform all sorts of other neat tricks to help you out.
- Be careful of things that bump, kick, stomp, roll and generally want to hurt you. While you may be on the look out for Twonkles, there are still neighborhood bullies, mad dogs and other things that might get in the way. Of course, some of them might end up helping you, too.



THE INVENTERFACE

Think... think... **THINK** - Brain blast! - Jimmy Neutron

From building rocket ships to shooting invisible hamsters, to ridding the world of alien pests, Jimmy Neutron is going to need as many inventions as he can think of! You can access Jimmy's inventing abilities by opening the Inventerface.

The first step to invention is to locate individual invention objects, which are scattered across each level. From sneakers to braces and TV remotes -- anything can be used in a custom Neutron-Patented Invention!

To see what you have, press SELECT. From here, use the Control Pad to cycle through the Inventerface menu. Once Jimmy has found all the necessary invention objects, the Inventerface automatically brain-blasts and comes up with a much-needed gizmo for Jimmy to use.

To equip a new invention you have two options. You can press SELECT to enter the Inventerface, find the gadget you've created, and then press the A Button to equip it. The other option is to press the L Button and the R Button to move backwards and forwards quickly through your available inventions. This will let you cycle through your gadgets while still on your playing screen.

You can also look at commands for Jimmy's robot dog, Goddard, using the Inventerface. To do so, press the L Button and the R Button simultaneously to access Goddard's command menu. He's an obedient pup, ready to fetch, roll over or explode on command. To exit the Goddard Command Menu and return to the Inventerface, press the L Button and the R Button again.

GADGETS & OTHER GOOD STUFF

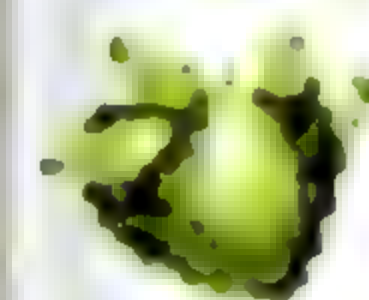
Every inventor needs a little help along the way and Jimmy's no exception. Here are a few things Jimmy can get that make things a bit easier.

GODDARD - Goddard, Jimmy's robot dog, is one of his oldest inventions. A close friend and companion, Goddard's ready to do whatever Jimmy orders him to do. His main three commands are: Beware of Dog (knock down any enemies in his path), Step Dog (lie down over a gap and become a solid platform Jimmy can jump on), and Play Dead (Goddard walks forward a few steps and explodes, confusing nearby enemies. He reassembles a few seconds later).

Neutronium - Neutronium is an all-around good, clean energy source to have around. And Carl thinks it's pretty, too! For every five pieces of Neutronium you collect, you'll regain one unit of health.

Anti-gravity Boots - These specialty boots allow Jimmy to jump higher than normal and avoid damage from falls.

Hologrammatic Disguise-o-Tron - When Jimmy fires the Disguise-o-Tron at an enemy, he temporarily becomes an exact copy of that enemy. He can attack like that enemy and other enemies will not go after him while he's disguised.





Invisible Hamster Launcher - When Jimmy fires this invention at an enemy, it launches an invisible hamster at the target. The invisible hamster mercilessly tickles the target, incapacitating them.



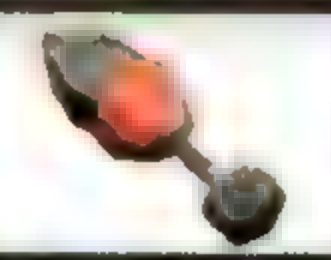
Jetpack 2000 - This invention allows Jimmy to fly. If you want to fly up, hold down the B Button. To descend, just let go of the B Button.



Lobe-Master Quantum Confusion Ray - When Jimmy uses this ray, enemies feel their brains seize in confusion and do not attack.



Sheenograph - The Sheenograph devolves Gromps into Stompers and Stompers back into Twonkies. This item can be angled up and down while being fired.



Shrink Ray - The Shrink Ray briefly reduces the target to less than half the size of Jimmy. Any attacks the enemy performs while shrunk do not effect Jimmy. Jimmy can aim the Shrink Ray at all angles.



Sprinter 3000 - When the Sprinter 3000 activates, Jimmy temporarily runs at more than double his normal speed. His jumps also become much higher.



Twonkie-Be-Gone Reactive Teleporter - When Jimmy wears the Twonky-Be-Gone Reactive Teleporter, any aliens close to Jimmy will automatically be transported away from him as he runs past them.



Universal Online Help - When Jimmy uses the Universal Online Help goggles, flashing arrows appear and point towards Neutronium and Invention pieces.



Vacuum Demodulating Reciprocator - The Vacuum Demodulating Reciprocator (VDR) sucks up Twonkies for easy storage. It can be angled up or down while firing. The VDR cannot vacuum up Stompers or Gromps.



Twonkie

Idle, fuzzy, and harmless, Twonkies are only dangerous when exposed to sound of the same 'color' as themselves. Then they change into something quite horrible.

Stomper

Stompers are evolved Twonkies, and while they certainly aren't the loudest critters ever seen, they make up for it with a mean streak a mile wide.

Crusher

One step up from Stompers, some of these primitive Crushers will attack destruction at anyone they like.

Monstro

The ultimate in Twonkie evolution, only a handful of these creatures exist but they are very dangerous!

Lightning Twonkie, Ice Twonkie and Dark Matter Twonkie

To make matters worse, Twonkies also evolve into different subspecies of elemental Twonkies. These can be identified by their color, sound and the type of sound that affects them. Lightning Twonkies are attracted to voltage, Ice Twonkies gravitate towards water sounds, and Dark Twonkies love

...and so on.

NOTES

THINGS ARE ABOUT TO GET REALLY ODD!

The Fairly
Odd Parents!

SHADOW SHOWDOWN



GAME BOY ADVANCE



Visit www.esrb.org
for updated rating
information.



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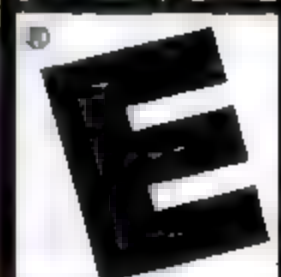
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TAK IS BACK!



GAMEBOY ADVANCE

EVERYONE



CONTENT RATED BY
ESRB

Cartoon Violence

Tak 2

The Sacred Dream



WACK
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Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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NICKELODEON

THE SPONGEBOB SQUAREPANTS MOVIE

Stephen Hillenburg



Do a Manly pose down in the Monster Filled Trench!

Hop in the Patty Wagon!

NINTENDO GAMECUBE

GAME BOY ADVANCE

www.SpongeBobMovie.com



Visit www.esrb.org for updated rating information.

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